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A1*

dependent audio fields, each platform dependent audio field associated with at least one audio event, wherein the first theme is arranged to permit the emulation of the audio events of the first platform.

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2. (Once Amended) The audio computer service of claim 1 wherein the audio computer service is implemented in Java programming language.

12. (Once Amended) A computer-implemented method of accessing, by a platform-independent audio computer service, a platform dependent audio field associated with an audio event from a first platform, the method comprising:

receiving a request for a platform dependent audio function;
importing a theme corresponding to the platform dependent audio function including at least one platform dependent audio field associated with the platform dependent audio function; and
referencing the platform dependent audio field corresponding to the platform dependent audio function.

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14. (Once Amended) The method of 12 wherein the importing of the theme corresponding to the platform dependent audio field uses a Multiplexer.

A4

16. (Once Amended) A software object for servicing audio events by a platform-independent audio computer service, the object comprising:

a first set of platform dependent fields which can provide audio output for a first platform; and
a set of audio events, each audio event associated with at least one platform dependent field of the first set of platform dependent fields, wherein the first set of platform dependent fields are included in a first theme which relates the first set of platform dependent fields to a first platform.

17. (Once Amended) The software object of claim 16 further including a second theme which includes a second set of platform dependent fields for a second.

A5

22. (Once Amended) A platform-independent audio computer service comprising:
a system manager;

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a component capable of an audio event designed to run on a first platform serviced by the audio computer service; and

a software object having a set of entries, wherein at least one entry is associated with the audio event, a first theme and a second theme, the first theme including a first set of platform dependent audio fields, each platform dependent audio field of the first theme associated with at least one audio event, the second theme including a second set of platform dependent audio fields, each platform dependent audio field of the second theme associated with at least one audio event wherein the first and second themes are arranged to permit the emulation of audio events of different graphical user interfaces.

[All pending claims have been reproduced in Appendix A for the convenience of the Examiner.]